

N I N T E N D O[®]

POWERFLASH

Fall 1988

- An in-depth look at *Zelda II*
- *Super Mario Bros. 2*[™] advance review
- *The Legend of Zelda*[®] 2nd Quest
- Plus *Rampage*[™], *Cobra Command*[™], *Metroid*[™] and much more



ZELDA II
The Adventure of
LINK[™]

Nintendo® gamers, the biggest hit of the decade is back — just for you!

Yes, PAC-MAN is back! And he's just as lovable as ever before. If you remember the incredible excitement he generated, you're ready to relive the phenomenon. And if you missed him the first time around, you're in for the most fun you've ever had on the Nintendo Entertainment System®!

PAC-MAN is ready at your command to blaze around the baffling maze, gobbling up dots, swallowing the occasional fruits and racking up points in a big way.

Blinky, Pinky, Inky and Clyde, the not-so-friendly ghosts, are dying to do some gobbling, too.

Except their favorite food is PAC-MAN! His only defense is to eat the energizers, special pellets which empower PAC-MAN to gobble the ghosts — but only for a short while! And like good ghosts, they come back right away to haunt you.

It's a jungle out there. So gobble — or get gobbled!



Guide PAC-MAN around the maze to eat all the dots without getting eaten by Blinky, Pinky, Inky and Clyde. If he can swallow the energizers in time, he'll be able to gobble the ghosts instead — but only for a short while.

PAC-MAN



TENGEN



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From the top

The name of the game is entertainment!

When we started the **Nintendo Power Club**, we wanted it to appeal to all the dedicated NES fans across Canada. But we had no idea just how great the response would be! And believe me, we couldn't be more excited.

One of the first things you'll notice when you read this issue of the **Power Flash** is the amount of input we're getting from **Power Club** members all over the country. That means we can feature a truly Canadian Top 5 favourite games. And Member's Forum can reflect what Canadian game players think of the NES. We've even discovered a previously untapped motherlode of creativity, as shown by the "Nintendo Rap" sent in by Kenneth Mogum of Dollard-des-Ormeaux, Quebec. (You'll find it in the Member's Forum section of this issue.)

All of which just goes to show that when you're talking about the Nintendo Entertainment System, the name of the

game really is entertainment. Not just the entertainment you enjoy playing the NES, but the entertainment you share with your friends when you compare notes on your favourite games. Which, of course, is what the **Nintendo Power Club** is all about...a chance to share and compare thoughts with games players right across the country.

So read on. This issue we have all the latest news, tips and info on **Zelda II**, **Super Mario Bros. 2**, **Metroid**, **Kid Icarus**, **Punch-Out!!**, plus a whole lot more. Find out for yourself just how entertaining your Nintendo Entertainment System can be — with the **Nintendo Power Club!**

Guy Morfin

Guy Morfin
Editor-in-Chief

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There's one thing we've noticed about **Nintendo Power Club** members — you know what you like!

As our Top 5 chart shows, **The Legend of Zelda** is a sure-fire hit, far and away the most popular game across the country. But watch out, **Zelda II** is already showing signs of being even bigger than its powerful predecessor. And **Punch-Out!!** and **Super Mario Bros.** are both strong

contenders for the NES Top Game title. So stay tuned, and keep sending us your votes — everyone's a winner in this slug-fest!

Send your votes for Top 5 NES video games (in order of preference) to:

Nintendo Power Club, Top 5 Games,
P.O. Box 902, Station U,
Toronto, Ontario M6Z 5R5

TITLE	POINTS
1. Legend of Zelda	583
2. Super Mario Bros.	385
3. Mike Tyson's Punch-Out!!	375
4. The Adventure of Link	342
5. Metroid	224

Points system: A 1st choice vote counts for 5 points, 2nd choice scores 4 points, 3rd choice receives 3 points, 4th a good for 2 points, and 5th choice is worth 1 point.



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ZELDA II The Adventure of LINK



Nintendo's hit game, *The Legend of Zelda* continues in *Zelda II: The Adventure of Link*, coming this fall. Now Link is full grown. And he must battle Ganon's henchmen, and free the Princess from a sleeping spell. With sword, shield, wits and advice, Link will meet the challenge!



ITEMS

Zelda II is packed with twists, turns and adventure. Special items are essential to victory. Here is a sample of the items you will need during your quest.



Magic Jar. Find a red or a blue. Either way, you can easily recover power.



Treasure Bag. Use to increase experience. But be sure to watch out, too!



Heart Container. If you find this, strikes a sharply with your sword.



Magic Container. This increases your ability to safely store your magic!



Candle. Find a candle and light your way to new exciting terrain, new tips.



Hammer. Use this with the "X" button to get through tough spots.



Handy Glove. You'll find this very handy for breaking blocks.



Raft. Weigh anchor and head for the high seas and mysterious shores.



Boots. Legend says that he who wears these will do something amazing.



Flute. Tune into some mysterious powers when you play it just right.



MAGIC

As you travel on your quest, you will come upon towns with hidden Magic. There are eight useful magic techniques which you must learn to master.

Shield. This helps Link in two ways — by raising your life level and reducing the damage inflicted by hordes of Ganon's evil henchmen.



Fire. This is a hot idea for doing in some of Link's worst enemies. Swing your sword while you hit the "B" button and watch them rust!



Life. Master the Magic, and you can restore your life force just when you need it the most — but only to a certain degree.



Reflect. When a magician casts a bad spell on you, this will not only defend you, but also reflect the spell right back on him!



Jump. You can really get a jump on your many foes once you master this technique. It also works if you want to climb.



Spell. You can cast a spell yourself once you get the knack of it. In fact, you may see some of your enemies tremble in fear of you!



Fairy. Transforms Link into a high flyer with a Magic trick that gives you wings. Great for getting over all the most dangerous terrain.



Thunder. Every bad guy will bolt when you unleash your Thunder. But you have to be very powerful to master this Magic. Be careful!



STRATEGY

Zelda II — The Adventure of Link requires both strategy as well as an ability to fight the worst evil foes. Link's task is to awaken the Princess Zelda, a victim of a sleeping spell.

To do this, Link must search for the Triforce hidden in the Valley of Death on the largest island in Hyrule.

Evil guardians, however, must first be defeated. Then Link must set magic crystals in the heads of the six stone statues hidden in six palaces.

Armed with Magical Sword and Shield, Link is the only hope for Zelda.



Visit Towns

People in towns which you pass through will offer advice. You may have to talk to the same person twice on different occasions to learn what you need. Be sure to open doors to opportunity!

Fight Foes

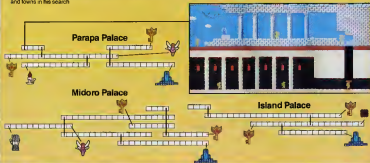
As Link, you will gain experience as you fight Ganon's many underlings. It requires skill with Sword and Shield as well as Magic to win in forest, desert and palace battlefronts.



Partial Overworld Map Link travels rivers, forests, mountains, plains, swamplands and towns in the search

PALACES

Hidden in the vast reaches of Hyrule are six secret palaces. Link must find them and battle evil guardians for entry. You are often safe on the road, but you must take risks to progress to the palaces — each of which is a deep labyrinth comprised of many screens. The maps below will give you an idea of the vast size of these monster-riddled mazes.



The story of Super Mario Bros. 2

One evening, Mario has a strange dream about a long, long stairway leading up to a door. Opening the door, he discovers a world stretching out as far as his eyes can see. A faint voice is saying "Welcome to Subcon, the land of dreams. We have been cursed by Wart and are completely under his spell. We have been awaiting your arrival. Please defeat Wart and return Subcon to its natural state. The curse Wart has put on you in the real world will not have any effect upon you here. And remember, Wart hates vegetables. Please help us."

At that moment, a ball of lightning flashes before Mario's eyes. Stunned, he loses his footing and tumbles upside down. Awakening with a start to find himself sitting up in bed, Mario talks to Luigi, Toad and Princess about his strange dream.

Later, while picnicking at a nearby mountain, they notice a small cave. Entering, they discover a stairway leading up, up and up. They walk together up the stairs and at the top find a door just like the one in Mario's dream. Cautionously, Mario and his friends open the door. To their surprise, the world he saw in his dream is there before them.

Share the challenge of Mario's greatest challenge yet

This time around you can be one of four



characters: Mario, Luigi, Toad or Princess Toadstool, each with different strengths and weaknesses. Choose who you want to be by using the SELECT screen.

To free the citizens of Subcon, you have to make your way through 20 areas, broken into 7 worlds. At the end of each area there is a little boss. Wart is waiting for you at the end of the final area.

Know your character's strengths

Mario: Has average jumping power, with a decrease in jump height when carrying an item. Second fastest runner when carrying something, second fastest at picking up items.

Luigi: Jumps the highest and furthest, but

jumps slowly and loses even more jump height than Mario when carrying something. Third fastest at picking up and running with items.

Toad: Has the least jumping power, but has lifting power so he can carry on item without affecting jumping or running ability. Fastest at picking up items and running with them.

Princess Toadstool: Floats for about 1 1/2 seconds when she jumps, but really loses jumping power and runs slowest of the four when carrying an item. Also slowest at picking things up.

Useful items for Mario and his friends

Coins: Can help win you extra lives

Ripe vegetables: If you pull out a lot of them...

Bombs: A few seconds after they are picked up they flicker and explode

Unopened vegetables: Just give them to the enemies.

Mushroom blocks: They can be used as steps and for attacking the enemy

Key: You need this to open locked doors

POW: Power block. When you throw this, the earth shakes and you can beat all the enemies

Are you ready for this adventure?

Mario, the Princess, Luigi and Toad are all counting on you. So get set for your greatest challenge yet—Super Mario Bros. 2!

Know your enemies



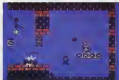
The land of Subcon is literally crawling with bad dreams, from Bob-Omb, who explodes when he gets angry, to the head nasty, Wart himself. Here are just three of the nightmares you have to look forward to...



Bob-Omb: Usually asleep in a jar, he makes trouble of Wart's command.



Birdo: Spits eggs from his mouth. Thinks he is a girl—would rather be called "birdella".



Mouser: A destroyer of good dreams, doesn't believe he's just a mouse.

WHICH GAME DID MILLIONS OF TOP GUNNERS PLAY LAST YEAR?

1943 has gotten quite a response in the arcades. In fact, enthusiastic game players pumped in millions of quarters last year. And now, you can experience all the arcade action of 1943 at home!

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PRO'S CORNER

For powerful tips, call us at (416) 253-PLAY (long distance charges apply). Questions about your NES control deck? Call collect (416) 252-GAME.

Mike Tyson's Punch-Out!!

Super Macho Man

If looks could kill, this tough guy is enough to send you to the mat with just one glare. But don't let that big mug intimidate you.

He'll slip into the ring while he flexes his muscles for show. Then he'll throw some mean uppercuts and hooks. What you need to do is sway left and come back with two to six high punches which will really hit him hard.



Out flashes a fast spin punch!

Now he typically throws one of his Super Spin punches. Sway left again when he pulls this action. It takes lots of practice



It's a "Little Mac Attack" to the mug.

and split-second timing to defeat this guy. Keep a sharp eye on him because he does one of his Spin Punches only once.



Super Macho Man into the mat!

Another time, he might do up to 11 Spins. Avoid these Spins at all costs while you punch high as many times as you can.

Mike Tyson

They don't call this guy "Kid Dynamite" for nothing. He's the World Champ — the toughest there is. And your "Dream Bout" with him could turn into a nightmare unless you play cool, and keep your head. He throws lightning punches in the early part of the first round that are sure to send you to the mat if they connect. Sway left when you see them coming, and come back with two high punches. After one-and-a-half to two minutes, Mike will start throwing delayed hooks.

Again, sway left and go for high shots. This takes practice! Try to tire him out by the end of the second round which will help you to knock him down three times in the third round. Keep up your fighting spirit! It takes guts, power and heart to beat the World Champ.

Ice Hockey

This is a game of tough action — the original's chaos of hard knocks. While speed can come in handy for moving the puck up the ice, you may find that having a line-up full of "heavyweights" can help you power your way to victory.

One of the most important things to remember here is the importance of teamwork. Don't let one player hog the puck. Pass it around and keep the other team confused. This is a good way to make the most of smaller players on your

team as they are faster and can get the puck to the net that much quicker. However, once it's there, it pays to have a big guy like Falso waiting to take the shot. Get the puck to him and use his super slapshot to nail down the goal.

And, while you won't want to get into unnecessary fights, it pays to know how to turn them to your advantage. The key is to wait till all the players are into the brawl, then stop hitting your "K" button. The referee is bound to notice your non-violent nature and give the penalty to the

other team, leaving you with a great power play opportunity!



Let the other team take the penalties.

Metroid

Hit Ridley with your best shot

When you enter Ridley's lair, check to see from which direction he's shooting fireballs. If they travel up from his body, then down, freeze them and stand on top of them, shooting Ridley with missiles. If the fireballs travel down on an angle away from Ridley's body, stand right next to the platform he's standing on, and shoot him with missiles.



Find a huge hidden world

Go to the second Mini-Boss hideout. At the bottom of the elevator, take the left door and proceed until you reach the energy link. Now use your wall-doors technique. Blast the door, standing so the door closes on Samus. Then move your controller up and down, pushing "A" continuously — a new world unfolds!

Kid Icarus

Bargain with merchants (not black marketeers)

When in the merchant's shop, press "A" and "B" simultaneously on a Controller two. Most of the time he will lower his prices, but sometimes he will raise them.



If you have just started on the quest with young Link to save Princess Zelda and the Land of Hyrule from Ganon and his forces of darkness, these helpful hints will be of great assistance!

Tough Characters

The nine levels of the Legend of Zelda are riddled with Link's enemies. Here are just a few of the worst!

Level 1 Aquamentus. Use your Magic Shield to deflect his deadly beam, then use your sword.

Level 2 Dodongo. Your sword won't get through this guy's thick hide, but bombs will!

Level 3 Manhandla. A Magic Shield won't stop his beams. You must set a bomb right under him.

Level 4 Gleeok. This two-headed dragon is double trouble. Try a direct attack with Sword or Wand.

Level 5 Digdigger. First you have to deflate him with a sound wave.

Level 6 Gohma. This character is a big crab in every way. Use your arrow and aim for his eyes.

Critical Items

The only way to survive and also make progress in The Legend of Zelda is with the help of special items. Here, for example, are six of the most important hidden items, and the underground levels in which you will find them.

Level 1 Boomerang. Use this against Ganon's evil henchmen — very effective!

Level 2 Magic Boomerang. You can throw this even farther!

Level 3 Raft. Hop aboard and cross oceans to far shores and new adventures.

Level 4 Ladder. Use it to cross rivers and holes. Also attack from it.

Level 5 Whistle. Whistle your way to new places and distant levels.

Level 6 Magic Wand. A valuable item, you can use it to cast spells and ???

2nd Quest: Experts Only

Just because you have made it through the 1st Quest of The Legend of Zelda, doesn't mean the adventure is over. Now comes the second and more difficult challenge. Here are some important tips to help you meet the next challenge and the even more powerful Ganon!

The Whistle works wonders.

In the 1st Quest for The Legend of Zelda, the Whistle reveals hidden secrets and even takes you to places you may or may not want to go.

Now in the 2nd Quest, the Whistle once again is a very important ally. In fact, you need to blow it almost everywhere! And you'll be amazed at what it can do for you! You will find the Whistle in Level Two of the 2nd Quest. Grab it, and then start blowing!

How to gain entrance and items.

The entrance for Level One of the 2nd

Quest hasn't changed from the 1st Quest. Look for a Wooden Boomerang. You'll find it in Level One.

You'll find Level Three where Level Two was in the First Quest. It's there a Magical Boomerang is waiting to be discovered.

Look for Level Four in the Lost Hills. Also, you'll need to get two important items — a Raft and a ????. Level Five is an air island. So is a Bowl!

2nd Quest Tips

Get the letter. To find the letter to the little old lady as well as the Power Bracelet, focus your search in the northwest quadrant of Hyrule.

Walk through walls. In the first quest, you had to blast your way through walls and into hidden passages with bombs. Now it pays to be "pushy".

SNEAK PEEKS



This issue's Sneak Peaks takes a look at two new games from the folks of Data East U.S.A. Inc. Rampage and Cobra Command are both fast action, high impact shoot-em-ups — the difference is that in one the helicopters are working against you, while in the other they're working for you. Rampage and Cobra Command are due in the stores in late 1988, but you can get a "Sneak Peek" at them right now.



RAMPAGE

If you've ever wanted to play the monster in one of those Japanese science fiction movies, you're going to love Rampage.

This game lets you choose between two giant mutant monsters. You can be George (The Ape) or Lizzie (The Lizard). Naturally, each has its own talents. George is a great climber, while Lizzie moves really fast, getting things done in record time.

The aim of this game is to smash, kick and crush your way through the entire U.S.A. That's right, now you can wipe out Wisconsin... pulverize Pennsylvania... and annihilate New York. All in the comfort of your own living room. And every time you crush a different state, the screen automatically changes to a map screen, showing the area you just destroyed in black.

However, it isn't all fun and games. There's always someone, or something, out to spoil your fun. A whole army of soldiers, tanks, helicopters, police cars — even thunder clouds and photographers — are out to get you. So you have to play it smart (and tough), keeping an eye of all times on your life indicator. If it becomes zero, you turn back into a human being, and that's the end of your game (although you can press the B button and continue your game).

There's good stuff to eat, like milk, turkey, toast, melon, hamburgers and more, and bad stuff like cactus, skulls, looters, lumps and candies. Better yet, two players can play Rampage at the same time. And if your partner turns into a human before you do, you can increase your power by grabbing him (or her) and eating him before he gets off the screen.

So keep an eye out for this one — Rampage really is monster madness. And a cracking good time!

COBRA COMMAND

The most advanced Cobra attack helicopter ever built is at your command — ready to take to the skies on a daring rescue mission.

You'll fly alone into a deadly no-man's land where enemy choppers, tanks, soldiers, cannons and warships are all aiming to blast you out of the sky. Helpless hostages are counting on you to rescue them, as you make your way to enemy headquarters for the final assault!

Fortunately, you're playing with a loaded deck here. Everything from three-way bullets (wait'll you see them!) to firebombs and hyper-armor are at your command. You have four engine speeds and a rope and ladder for rescue operations. And your own skill to get you through each mission.

And skill is exactly what it will take. You're flying over some of the roughest terrain known to man. The jungles of Sumatra... the night sky over Borneo... the enemy fleet in the South China Sea... and, of course, the most difficult mission of all, to detect and capture the enemy's home base.

You'll lose missile-wielding Helicopters, high-speed Jet Fighters, bomb-throwing Soldiers. But keep an eye out for hidden tunnels you can enter by shooting certain huts, buildings, etc. These contain fuel, weapons and hostages.

Cobra Command is action at its best, and you won't want to miss a second of it!



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*As your inimitable
buddies, Bob and Bop, blow
you away with endless
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fun, these dudes are the one.*

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the arcade quality graphics of this fast
paced street style brawler brawl. Screen
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surface when your action is all about.*



*NOBODY EVER SAID IT WOULD BE EASY
YOU'VE GOT TO FLY YOUR WORLD WAR II
FIGHTERS IN A RIA TROPICAL BLOOD.
Join the arcade's most violent sea battle theme
for laughs. Strap on for explosive high flying
action. Hold on for your life as you enter
through a thrilling graphics and spellbinding
sound. You'll never want to land!*



*TAITO NO PRISONERS. TERRORISTS MUST
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Member's Forum

Well here it is, issue #2, and already the mail is starting to flood in. It's nice to know there are so many Nintendo fans out there, and so many of you are discovering great tricks to playing your games.

First of all, as promised last issue, we have Game Counselor Steve McCoy's thoughts on Kid Icarus, plus member reviews of Metroid, Punch-Out!! and Super Mario Bros.

Remember, keep those write-ups coming, and we'll do our level best to get your name into the Nintendo Power Flash!

KID ICARUS

by Steve McCoy

Steve's been spending his free time working on Kid Icarus, so now he's sort of the resident expert at Power Club Headquarters. Here are a few of his winning tips:

"When God gives you your choice of weapons, choose the crystals first, the bow second and the fire arrow last.

"Avoid using the credit card because it takes a lot of hearts to pay it off.

"When you are in the Maze (1-4, 2-4, 3-4) always try to draw your own map. Try to avoid buying from black marketers — except water barrels". (Editor's note: see this issue's Power Play section for another buying tip.)

PUNCH-OUT!!

by Shane McDonald, North Sydney, Nova Scotia

Here are some game tips I've discovered for Punch-Out!!

Don Flamenco. When the bell rings, go out and swing at his face. Then he will go for an uppercut. Dodge and give him a left shot in the face, then a right, then a left, etc. until he falls down.

King Hippo. When he puts his arm over his head to hit you, punch him in the face, then in the stomach with a left, right, left, right, until he blocks. You have to do it approximately 3 times. Knock him down once and he won't get up.

Super Macho Man. When he stops for about 3-4 seconds, push up on your controller, then let it go and push the body blow button. You will hit him in the stomach a few times. Later in the match he will stop again, turn around, spin and give you uppercuts. You have to dodge them slowly. If you go too fast he will hit you with one punch and you'll be on the canvas.

SUPER MARIO BROS.

by Jesse (J+1) Ferguson
Tony "Pro" Presidente
Daryl Simpson, Campbell River, B.C.

First, we have a joke for you
Q: What does Mario use to talk to his dead uncle?

A: A Luigi Board!
We also have a game tip for getting extra men. On level 3-1, at the staircase to the flag, two turtles come down. Shoot or get rid of the first one, stand against the stair, wait until he is half way off the stair. If you are

Super Mario and you jump at the proper time and keep making small jumps on the side of the turtle, your score will jump from 100, 200, 400, etc. until 8000 points where it changes to 1-Up symbols. If you stop jumping at this time, Mario continues to jump for a while, but watch out — if you get approx. 80 men or over, your game stops when you die once.

You can also do this move in various other places. This move, which we have named The Bradshaw (for personal reasons), is also a very good way to get high scores. We use The Bradshaw to achieve scores as high as 7,753,300.

P.S. Hope to see our names in Member's Forum.

METROID

by Raymond Chow, Toronto, Ont.

In the planet of Zebes, the evil Mother Brain is multiplying more Metroids to destroy the galaxy. You and Samus, together, must destroy the Mother Brain. But it's not easy, and Samus must fight different creatures while wandering in the deadly passageways.

You must find weapons and solve secrets to get through. Traps await you in the passageways — lava, man-eating flies and many more. These, and the secrets you uncover, make this game thrilling.

There are tricks to winning at Metroid. The easiest way to defeat Ridley (boss of Hide-out II) is when you enter the room, quickly go in front of it (Ridley) as close as you can and kill it with your bombs or missiles. Its fireballs will go over you.

Remember, the page is called Member's Forum, so send us your reviews, tips and tricks for your favourite games.

Write: Member's Forum,
Nintendo Power Club,
P.O. Box 902, Station U,
Toronto, Ontario
M8Z 5R5.

We're waiting to hear from you!

SUPER MARIO BROS. CHAMPIONS

As promised last issue, here are Princess Toadstool's five strangest Canadian champions:

NAME	CITY	POINTS
MICHAEL MALCZEWSKI	Scarborough, Ontario	9,999,950
JOSH WINTER	Ottawa, Ontario	9,999,900
BOB SULLIVAN	Calgary, Alberta	9,999,900
MARK McNEIL	Hamilton, Ontario	9,999,750
KEVIN HAVES	Halifax, Nova Scotia	6,477,450

A bit of Nintendo history

Karlo Cabrera of Scarborough, Ontario recently wrote and asked us who invented the NES. We thought the answer might interest other Power Club members, so here it is:

Nintendo was started in 1889 as a Japanese playing card company by Fusajiro Yamauchi. In the late 1970's, his great grandson, Hiroshi Yamauchi developed electronic games, one being Donkey Kong. It was introduced as a Family Computer System. In 1985, a more sophisticated version was introduced, The Nintendo Entertainment System.

So now you have another fascinating piece of Nintendo trivia to impress your friends and amaze your relatives.

The Nintendo RAP

by Kenneth Magum,
Doktor Des Omeaux, Que.

It's the Legend of Zelda,
And it's really rad.
Techies, Leavers and Octoroks too
Most of these creatures belong in a zoo
When you go into a store, there's things to buy.
When you walk around, there's levels to try
There's lots of stones that you move,
If you push the right one it will open up to a groove.
When you get to Ganon he's really mean,
He looks like a Superpig and he ain't lean
When you rescue Zelda, what will it be,
There's a lot of music, la-da-de-de
Now here's another game that you should know,
The name of the game is Super Mario Bros
Mario and Luigi are out on a quest,
To search for the famous mushroom princess
There are flying turtles, flowerpots and killer mushrooms too
Hey, I'm surprised there's not a man eating a shoe.

Picture Link in the land of Hyrule

We know you're hot stuff with a game controller, but how are you with a pen and a pencil? Seeing as how The Legend of Zelda is Number One on our Top 5 this issue, we thought it might be fun to see how you picture Link in his mission of mercy.

What we want you to do is create your own poster showing any of the fantastic scenes from The Legend of Zelda. You might have Link fighting an Octorok...or Manhandla firing his beams...or Ganon facing our hero at the end of the quest.

Choose your favourite encounter and let your imagination run wild. Make your poster as big and colourful as you like and send it to: "Picture Link" Contest, Nintendo Power Club, P.O. Box 902, Station U, Toronto, Ontario M8Z 5R5.

Remember to include your name, age and address as we'll be printing the names of our top artists. Get out your colouring pens and start your poster today!

POWER PUZZLE ANSWERS

Here are the unscrambled game names from last issue's Power Puzzle.

1. COMMANDO
2. RAD RACER
3. CASTLEVANIA
4. LEGEND OF ZELDA
5. ARKANOID
6. DUCK HUNT
7. EXCITEBIKE
8. KUNG FU
9. HOGAN'S ALLEY
10. MACH RIDER

Are we talking your language?

If you'd rather receive the Power Flash in French, let us know. Call (416) 253-PLAY (long distance charges apply) or drop us a line at P.O. Box 902, Station U, Toronto, Ontario M8Z 5R5.

Keeping the record straight

We've had lots of Nintendo fans signing up for the Power Club, and being only human, we occasionally get a name or address wrong. If you see a mistake on your address label (quick, check the back cover right now), please let us know right away. The best way to do that is to cut the label off the back cover and send it, along with your correct name and address, to:

Glitches, Nintendo Power Club,
P.O. Box 902, Station U,
Toronto, Ontario M8Z 5R5

REMEMBER THESE NUMBERS

For game advice, or to sign up your friends for the Power Club, call (416) 253-PLAY. You can call from 8 a.m. to 8 p.m., Eastern Time, Monday through Friday, and 10 a.m. to 6 p.m. Saturday. Remember, it could be a long-distance call, so check before dialing. For technical questions about your NES, call collect, (416) 252-GAME.

MAIL BAG



Dear Guy Martin,

All I have to say to you guys about the Nintendo Power Club is WONDERFUL, BEAUTIFUL, GREAT, RAD, AWESOME, A+, REMARKABLE, ENERGETIC AND SUPER!! You guys are the best!

Ramon Sarai (Power Club's biggest fan)
Vancouver, B.C.

Thanks a million, Ramon, we think the world of our readers, too. And if you're excited now, wait till you see what we have planned for you in the issues ahead. We're going to make sure you enjoy your Nintendo Entertainment System to the max!

Dear Nintendo,

We would really like to see more involvement from girls. Girls should not be there only to be rescued. They should also be main characters.

We thank you, and hope that you will follow up on our request.

Ann McCullough and
Mathieu McC. Bouchard, Montreal, Que.

A good point, and to answer it might I ask that you read the reply to the next letter.

Dear Nintendo,

Hi!

Do you know the true identity of Samus, the warrior in the game Metroid? To discover it, you must first destroy the Mother Brain. Only then does the warrior take off his mask to reveal his true identity. Good luck!

Dominic Monette, Longueuil, Que.

Thanks for the tip, Dominic. However, what you may not realize — and this will be of interest to Ann and Mathieu — is that according to our Game Counsellors, Samus is in fact A WOMAN! Not that we're too surprised. We've always known that the ladies can be just as tough and smart as the guys. Now there's a video game to prove it.

Dear Nintendo,

I purchased the Nintendo Deluxe set for Christmas of 1986. I even talked my friend into buying one. All my friends love the NES. When I moved, some of the people in my new school owned the other brand (Editor's note: we won't mention any names). They wanted a debate every time I walked by, so one day I gave them that debate and I won, of course, because I couldn't lose. Nintendo is the best, no ifs, ands or buts. By winning the debate I won respect from my new friends. I decided to write to say "thanks" and "keep up the good work." One day when I'm old enough, I'd like to work for Nintendo, testing and creating video games.

Mike Thomas, Holland Landing, Ont.

Congratulations on winning the debate, Mike. It just goes to show that when you play the NES you always come out a winner. We hope your goal of becoming a Nintendo games designer works out for you. Who knows, you may just be the one to come up with a Zelda 5.

Dear Nintendo,

I have had my NES ever since it was released in Canada and have enjoyed playing it every minute I could.

I have worked hard at all my games, and have completed all of them, but RAD RACER. So when I found out that there was going to be a game entitled ZELDA II, a continuation of ZELDA, I hooked right out. Whenever there is a new game released that I think sounds interesting, I will rush to the store and buy it. Already 3 stores know me by name. Then when I heard of the Nintendo Power Flash I was jubilant, so I phoned in at once to sign up. While I was on the phone the service was so organized and friendly that it made me feel good all over.

I also feel that the new NES controllers show the highest sophistication in the home video level, not to mention the arcade as well. I can easily see why Nintendo is the world's leading electronic game manufacturer.

And why the NES is the fastest selling and most progressive video game system in the world today and will be for years to come because Nintendo is years ahead of its time. Frankly, there is nothing quite the same as the Nintendo Entertainment System... doubt there ever will be.

Jamie Gimma, Richmond Hill, Ont.

P.S. I have already convinced 4 people to purchase the NES and 2 were going to buy your competition.

Just what we like to see, Jamie, another satisfied Nintendo fan. You're going to love ZELDA II (check out the review in this issue for a look at what to expect — it's outstanding!).

And to all you Power Club members, keep those letters coming. The address to write to again is, Mail Bag, Nintendo Power Club, P.O. Box 902, Station U, Toronto, Ontario M2Z 5R5. Don't forget to include your address, so we know where you're writing from.

THE LAST WORD

Another issue comes to an end. Next time we'll have more on our latest games, in particular Rampage, Cobra Command and Super Mario Bros. 2, plus one or two others just over the horizon. Till then, keep your finger on the A button and remember to "Make mine Nintendo!" Talk to you soon.



WE'D LIKE TO SHED A LITTLE LIGHT ON OUR UPCOMING HITS.

ULTRA, the hottest new game generator in town, is about to unleash 3 of the most thrilling games of all time for the Nintendo Entertainment System™.

Take sides with "Teenage Mutant Ninja Turtles"™ in a nunchuking, karate chopping sewer fight through the villain ravaged streets of New York (coming Spring, 1989).

Then, slash past black hearted knights and rescue beautiful maidens in "Defender of the Crown,"™ an unbelievable movie-like adventure with tons of strategy, sword-fights and nearly 30

animated screens (coming Spring, 1989).

And finally, cruise down back alleys in "Skate or Die,"™ a knockdown-dragout, multi-event spectacular that pits you against a friend or Bionic Lester in the free-wheeling Jam & Joust (coming Oct., 1988).

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POWER STEERING

With the NES Advantage joystick, you have the high performance features you need to drive your game scores into the stratosphere. Handling is smooth, and easy. Just set it on a table, and you have both free for game play.

Adjustable turbo speed gives you the power you need to get out of tight spots fast. With "slow-mo" you can shift your game into low gear for strategic planning. And a solid, rock-steady design adds stability to your wildest moves.

Consider the NES Advantage. It's better than the arcade models. And more power to you.

Nintendo

ENTERTAINMENT
SYSTEM

Nintendo
NES Advantage

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